gaming machines **2** playing that type of game exceeds **30**% (this figure may of course be set to another ratio; or it may be set to an absolute number of machines). The CPU **10** stores the number of downloads relating to respective types of game, in the hard disk device **18**, for example, and if this number will exceed **30**% of the total number of installed machines when the current download is carried out, then it determines that download is not possible. Furthermore, it is also possible to set a time band, or a zone of the game selection-enabled gaming machines **2** in which download is permit, depending on the type of game, or a combination of the type of game and the denomination. Information relating to conditions of this kind is stored previously in a hard disk device **18** or RAM **16**, and the CPU **10** determines that download is not possible if the type of game relating to the request, or the combination of the type of game and the denomination, do not satisfy the conditions.

[**0139**] If the CPU **10** determines that download is not possible at step S**202**, then it returns a download refusal notification to the game selection-enabled gaming machine **2** which originated the request (S**203**), via the communications interface circuit **22**, whereupon the sequence of processing ends.

[**0140**] On the other hand, if the CPU **10** determines at step S**202** that download is possible, then it returns an instruction to erase the storage game program, to the game selection-enabled gaming machine **2** that originated the request, via the communications interface circuit **22** (S**204**), whereupon the CPU **10** waits for the game selection-enabled gaming machine **2** to report that storage preparations have been completed (S**205**). The instruction to erase the stored game program may include the information of volume, or the like, of the game program that is to be downloaded, in such a manner that the storage capacity required for download can be ensured in the game selection-enabled gaming machine **2**.

[**0141**] Upon receiving a completion of storage preparations report, the CPU **10** reads out the game program of the requested game type, from the hard disk device **18**, and causes the game selection-enabled gaming machine **2** which originated the request to download the game program, via the communications interface circuit **22** (S**206**). Thereupon, when download is completed, the CPU **10** updates or adds the management information or journal in the hard disk device **18** or RAM **16** (S**207**), and then terminates the sequence of processing.

[**0142**] For example, the management information indicating which type of game program is currently downloaded in the game selection-enabled gaming machine **2** is updated, and game type management information, namely, the total number of downloads of this game type or the number of downloads of that combination of game type and denomination, is updated.

[**0143**] As shown in **FIG. 10** described above, the main display device **32** displays a "Change game" icon **32***a* during the period that a certain game program has been selected. If it is reported to the CPU **66** from the touch panel **28** that this "Change game" icon **32***a* has been operated, then the CPU **66** executes a control processing similar to the game type selection operation from the standby state.

[**0144**] Furthermore, if the total number of coins (CREDIT) has become zero, and a prescribed time period has elapsed subsequently, then the CPU **66** sets the game selection-enabled gaming machine **2** to a standby state, and the display of the main display device **32** and the first to third sub display devices **34**, **36** and **38** is switched to the display for a standby state.

Beneficial Effects of the Present Embodiment

[**0145**] According to the embodiment described above, even if a player wishes to play a game by changing the unit gaming fee, the game can be played on the same gaming machine, and the type of game can also be changed. Consequently, it is possible to increase the operating rate of the gaming machine.

[**0146**] Furthermore, when selecting from a plurality of types of game, since the unit gaming fee is selected firstly, and a game type is then selected from a range of game types which can be played using that unit gaming fee, then it is possible for the player to select the type of game, appropriately. If, for example, the type of game is selected firstly, then the unit gaming fees which can be set for the selected game type may be different to that desired by the player, thus making the selection operation impossible.

(B) Further Embodiments

[**0147**] In the description of the embodiments given above, various modifications were mentioned, but it is also possible to cite modifications of the following kind, for example.

[**0148**] In the aforementioned embodiment, the settable unit gaming fee matches a denomination of a coin, bill, or the like, but it is also possible to allow a unit gaming fee which does not match a denomination to be selected. For example, it is possible to accept 30 cents, 60 cents, or the like, as a unit gaming fee.

[**0149**] Furthermore, in the aforementioned embodiment, coins or bills are introduced into a gaming machine, but in a further method, it is also possible to incorporate a remaining amount of credit. For example, gaming media, such as gaming medals, tokens, or the like, may be introduced, or gaming balls, such as pachinko balls, may be introduced. Furthermore, it is also possible to insert, into the gaming machine, a storage medium, such as a magnetic card or IC card, which stores digitalized data relating to a number of gaming media, such as coins, in such a manner that the digitalized data is used instead of coins. Moreover, it is also possible to download this digitalized data to the gaming machine, from a server, or the like, upon authentication of the player.

[**0150**] Furthermore, in the aforementioned embodiment, even if the unit gaming fee is changed without changing the type of game, the unit gaming fee is changed by displaying the game type selection display screen shown in **FIG. 14**, but it is also possible to allow the unit gaming fee to be changed by displaying a separate display image, and moreover, it is also possible to provide a unit gaming fee changing switch and to change the unit gaming fee accepted with a selected game type, on a cyclical basis, each time the switch is operated.

[**0151**] In the aforementioned embodiment, the game type selection display image shown in **FIG. 14** is displayed when the "Change game" icon is operated, and switching of the game type is executed, but it is also possible to permanently